

**WHAT IS CLAIMED IS:**

1. A video game device for displaying a play character on a game screen image displayed on a monitor and causing the play character to perform a plurality of techniques having different degrees of difficulty, comprising:

a degree of difficulty setting unit for setting a degree of difficulty of a technique to be performed by the play character,

a command guiding unit for guiding an command input for causing the play character to perform a technique corresponding to the set degree of difficulty,

an operation unit for causing the play character to perform the technique according to the set degree of difficulty, the operation unit including a first operable member for inputting the command in accordance with the command input guide given by the command guiding unit, and

an evaluating unit for evaluating the technique performed in accordance with a command given by the first operable member.

2. A video game device according to claim 1, wherein the degree of difficulty setting unit includes a mark changing unit for changing a mark corresponding to the set degree of difficulty according to time, and the operation unit includes a second operable member for selecting a specified mark from the changing mark.

3. A video game device according to claim 1, wherein the degree of difficulty setting unit includes a mark changing unit for changing mark corresponding to the degree of difficulty by operating a third operable member provided in the operation unit.

4. A video game device according to claim 1, further comprising a landing setting unit for causing the play character to land.

5. A video game device according to claim 4, wherein the landing setting unit sets a landing setting display area for setting the landing of the play character in a partial area of the game screen image, sets a landing success zone in the landing setting display area, displays a landing mark which is movable, and enables landing of the play character through operation of a fourth operable member provided in the operation unit when the landing mark is located within the landing success zone.

6. A video game device according to claim 5, wherein the landing success zone is set narrower as the degree of difficulty is set higher.

7. A video game device according to claim 5, wherein a

command input area is set in a partial area of the game screen image, and the command is displayed in the input area in the form of icons.

8. A video game device according to claim 1, wherein a higher evaluation is given as a shorter time is required to input the command.

9. A video game device according to claim 1, wherein when the input of the command is not completed within a predetermined time, the play character is caused to perform an action different from the one performed when it is completed within the predetermined time.

10. A video game device according to claim 1, wherein the play character is caused to perform a complicated technique when the set degree of difficulty is high.

11. A technique setting method for setting a technique in a video game for displaying a play character on a game screen image displayed on a monitor and causing the play character to perform a plurality of techniques having different degrees of difficulty and prepared in advance by operating an operation unit, the method comprising the steps of:

setting a degree of difficulty of a technique to be

performed by the play character,

guiding an inputting operation of a command for causing the play character to perform a technique corresponding to the set degree of difficulty, and

evaluating the technique performed by inputting the command in accordance with the guide through operation of a first operable member provided in the operation unit.

12. A technique setting method according to claim 11, further comprising the steps of changing marks corresponding to the degrees of difficulty according to time, and selecting a specified mark from the changing mark through operation of a second operable member.

13. A technique setting method according to claim 11, further comprising the step of changing a mark corresponding to the degree of difficulty through operation of a third operable member.

14. A technique setting method according to claim 11, further comprising the step of causing the play character to land.

15. A technique setting method according to claim 14, further comprising the steps of:

setting a landing setting display area for setting the landing of the play character in a partial area of the game screen image,

setting a landing success zone in the landing setting display area,

displaying a landing mark which is movable, and

enabling landing of the play character through operation of a fourth operable member provided in the operation unit when the landing mark is located within the landing success zone.

16. A computer readable recording medium storing a technique setting program in a video game for displaying a play character in a game screen image displayed on a monitor and causing the play character to perform a plurality of techniques having different degrees of difficulty and prepared in advance by operating an operation unit, the technique setting program comprising the steps of:

setting a degree of difficulty of a technique to be performed by the play character,

guiding an inputting operation of a command for causing the play character to perform a technique corresponding to the set degree of difficulty, and

evaluating the technique performed by inputting the command in accordance with the guide through operation of a first operable member provided in the operation unit.

17. A computer readable recording medium according to claim 16, wherein the technique setting program further comprising the steps of changing a mark corresponding to the degree of difficulty according to time and selecting a specified mark from the changing marks through operation of a second operable member.

18. A computer readable recording medium according to claim 16, wherein the technique setting program further comprising a step of changing a mark corresponding to the degree of difficulty through operation of a third operable member.

19. A computer readable recording medium according to claim 16, wherein the technique setting program further comprising the step of causing the play character to land.

20. A computer readable recording medium according to claim 19, wherein the technique setting program further comprising the steps of:

setting a landing setting display area for setting the landing of the play character in a partial area of the game screen image,

setting a landing success zone in the landing setting display area,

displaying a landing mark which is movable, and  
enabling landing of the play character through operation of  
a fourth operable member provided in the operation unit when the  
landing mark is located within the landing success zone.

21. A computer readable recording medium according to  
claim 20, wherein the landing success zone is set narrower as  
the degree of difficulty is set higher.

22. A computer readable recording medium according to  
claim 16, wherein a command input area is set in a partial area  
of the game screen image, and the command is displayed in the  
input area in the form of icons.

23. A computer readable recording medium according to  
claim 16, wherein a higher evaluation is given as a shorter time  
is required to input the command.

24. A computer readable recording medium according to  
claim 16, wherein, when the input of the command is not  
completed within the predetermined time, the play character is  
caused to perform an action different from the one performed  
when it is completed within the predetermined time.

25. A computer readable recording medium according to

claim 16, wherein the play character is caused to perform a complicated technique when the set degree of difficulty is high.